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PRIVACY ISSUES

One of the scarier developments in the computer industry lately has been Lotus' *Market Place* CD-ROM listing consumer information about 120 million American households. Enormous public outcry coupled, undoubtedly, with fear of lawsuits has led Lotus to scrap the already completed project. The information included names, addresses, type of household, the income level of the neighborhood, and information on "life-style". Lotus had not included credit information, though it is easily obtainable. Unfortunately, the mailing list genie has probably already been let out of the bottle. The information was all legally available, so we'll certainly be seeing other companies doing the same kind of thing and it will probably be much harder to stop them. Desktop Marketing, as the idea is called, is supposedly intended to enable small businesses to find direct markets easily and economically. The reality is that consumers will be bombarded with even more junk mail and junk calls. The more sinister side of such lists and their attendant sophisticated search routines is that prying into peoples lives and invading their privacy becomes far too easy. Watch this space for further developments. We promise we won't bug you at home, even though we know who you are, where you live, how much you make, and whether you compute in the nude.

Also on the right-to-privacy issue, The Electronic Mail Association has issued a detailed guide to the Electronic Privacy Act of 1986. Given the recent lawsuits over companies monitoring their employee's EMail, it's one of the hot new issues. The excerpts of the \$195 report that we've read are very interesting. Internal EMail systems are protected only from outside intrusion (mostly to prevent hackers from getting into systems), while the public online systems are afforded much the same protection as telephone conversations, though in this case the protection extends to messages that are electronically stored online. The lawyer-weasels have, of course, put in all sorts of byzantine twists so they can make a

buck out of it. With Amigas moving more and more into mainstream computing and networks, the right to computer privacy is an issue we all need to be concerned about. (If you'd like more information, contact the Electronic Mail Association, 1555 Wilson Blvd., Suite 555, Arlington, VA 22209. 703-522-7111.)

FREE REFERENCE

Vidia is offering free copies of their *Amiga Graphics Reference* cards to schools. There are a couple of requirements: the cards are available only to schools and the schools must use Amigas. Once that hurdle has been jumped, Vidia will send ten free cards for every Amiga the school buys, up to a limit of 60 cards per school. Contact Vidia at PO Box 1180, Manhattan Beach, CA 90266. 213-379-7139.

PIXEL SERVICES

Getting what you see on your Amiga's screen onto anything but a black & white image on paper is a tricky, and usually expensive, proposition.

CV Designs (61 Clewley Road, Medford, MA 02155. 617-391-9224) offers several options: IFF bitmap to photo slide (\$12), *PageStream* or *ProPage* file to color QMS 300 dpi (\$12) or Canon TLC 400 dpi (\$14) print, or high resolution 24-bit PostScript slide (\$22).

Computer Creations 2 is offering a service that, in addition to PostScript-to-film, takes *Toaster* images of any resolution, either framestore or 24-bit RGB, and transfers them to 4000-line high-resolution slides or to 8000-line 4"x5" transparencies. Prices range \$8 to \$150. 602 State Street, Cedar Falls, IA 50613. 319-277-1486.

.infoMANIA GAME TIPS

Here are some secret "side doors," "back doors," and strategies to your favorite Amiga games, for .info subscribers only!

Stormlord: There are two cheats for *StormLord*: First: Hold down the left mouse button and firebutton at the same time, and keep them pressed until game loads. After the game starts, pause and type MNBVC for infinite lives and no time limit. If you pause again and press L, you'll go to the next level. Second: While the credits are on the screen, type DRAG-ONBRIDGE and you'll be told that cheat mode is active. You can then start game, pause, and then press L to skip levels.

Awesome: When you're at the shield/weapon screen, move the cursor to the upper-left hand corner of the screen. Then, press the joystick button and the plus key on the keypad at the same time. If pressed at the

same time, the screen will flash and you will be invulnerable! You will also have enough credits to buy fuel to fly to the eighth planet, and finish the game.

- Dave Hannu

The Hunt for Red October: If you're surrounded by the enemy ships, save the game and then restore. All the ships will be gone.

Hillsfar: hit the F key when you're trying to pick a lock and all will be revealed.

F-29 Retaliator: On the Duty Roster, enter THE DIDY MEN and you'll go into Digital Design's test mode. This will not only give you infinite weapons, but hitting ENTER causes the plane to land automatically.

Share your "secret tricks" with .info readers or write and let us know which games you'd like to see hints for! Send to:
.info Mania, 705 Highway 1 West, Iowa City, IA 52246

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TOASTER-ENVY

We've heard a couple of spirit-raising news items lately. The first happened at MacWorld in San Francisco. It seems Apple President John Sculley was highly impressed with NewTek's *Toaster* (they had a booth at the show), but stomped out of the booth in a snit upon being told that NewTek had no plans to do a Macintosh version, which would be next to impossible anyway, given the dependence of the Toaster on the Amiga's custom chipset.

The second item is from John Gantz' Tech Street column in *InfoWorld*. He says that Bill Gates, multibillionaire President of MicroSoft and IBM multimedia proponent, is getting an interesting new desk accessory: his very own *Toaster* and the Amiga to run it on. Should be a real eye-opener for him.

Speaking of the *Toaster*, it's getting lots of media coverage. Video magazines such as *Byte*, *A/V Video*, *Computer Graphics World*, and even *Mac Week* are giving it considerable space. Of course, in doing so, they're also publicizing the Amiga and taking the attitude that it

should be seriously considered for integration into existing systems. About time.

BAD NEWS/GOOD NEWS

The February issue of *Computer Graphics World* reports that video graphics pioneer Quantel has won its British patent infringement suit against Electronic Graphics, publisher of *Pastiche*, a video graphics paint program in direct competition with Quantel's *Paintbox*. There is similar suit pending here in the US. It seems like Quantel is turning into a dog in the manger as computer video becomes more accessible. It could be only a matter of time before Quantel turns its baleful eye toward the Amiga market. This is the kind of trouble that comes of permitting patents on software.

In the same February issue as the Quantel patent story, *Computer Graphics World* also reports some exciting new developments in holographic memory. Bellcore, a New Jersey-based research outfit associated with Bell Labs, has come up with a way to store images and full-motion video on photorefractive crystals made of gallium arsenide or lithium

nobate. A single crystal measuring one cubic centimeter can store up to a million holographic images. Bellcore states that with this technology, they've been able to store ten times the amount of information and retrieve it 1000 times faster than any top-of-the-line computer. The implications of this for the multimedia industry are enormous; this type of mass-storage could make multimedia computers as popular as CD players and VCRs.

JOINED FORCES

Game publisher Spectrum Holobyte (*Falcon*, *Tetris*) has announced an exclusive agreement with British publisher Mirrorsoft. The two companies are launching a new US label called Arena Entertainment. The first title to release here is *Cadaver*, an isometric-view graphic adventure with role-playing elements. It was done by the Bitmap Brothers, the same team that did *Xenon*. Following *Cadaver*, the next two releases will be *Reach for the Skies* and *Red Phoenix*, both done by Rowan, the developer of *Flight of the Intruder*.

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